Andrew Yi

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Education

Georgia Institute of Technology
Atlanta, GA

MS in Computer Science, GPA: 4.0/4.0 — *Aug 2019*

Syracuse University
Syracuse, NY

BS in Economics, GPA: 3.48/4.0 — *Sep 2008*

Experience

Riley & Grey
Brooklyn, NY

Technical Lead — *Jun 2017 - Apr 2019*

- Developed alongside and managed a team of three developers and two designers on features involving website template design and functionality, backend services development/maintenance (API, payments, devops), website hosting, CI/testing/deployment, bug fixing (Ruby on Rails, Heroku, JavaScript).
- Architected, developed and successfully launched the company's first physical product - template-based paper stationary, featuring in-browser stationary editor, proofing/e-commerce systems and backend integration with printing press provider (Ruby on Rails, ReactJS).
- Developed internal customer support tools to automate various time-consuming support related tasks.
- Maintained, patched and upgraded all services/systems used in the company's technology stack (Ruby, Ubuntu, PostgresQL, Redis, etc.).
- Interviewed, onboarded and trained two full-stack developers, and one customer support agent.

Software Engineer — *Jan 2015 - May 2017*

- Developed company's core products: Website hosting, domain provisioning, website templates,and RSVP/guest management features.
- Implemented 30+ website design templates, working closely with both design and front-end development teams, with emphasis on mobile-responsiveness, accessibility and design documentation.
- Refactored legacy CSS code to more maintainable and modular system using SCSS, allowing for more reusable code, saving time on rapid iteration of new designs and templates, while decreasing frontend bugs and time spent on testing.
- Reduced server costs by 50% by reducing memory bloat, optimizing SQL queries and adding caching layer using Memcache.
- Spearheaded efforts to migrate legacy AngularJS (1.0) code to modern ReactJS, focusing on augmenting existing test suite with automated browser tests.

Friends & Family Foundry
Brooklyn, NY

Software Engineer (Contract) — *Oct 2018 - May 2019*

- BuildBook - Mobile Construction Management (app.buildbook.co): Lead team of three developers, architecting and developing RESTful JSON API (Ruby on Rails) and iOS application (ReactNative) featuring: payments, photo uploading, message/media caching, push notifications, full-text search and project management application endpoints. Developed using TDD and Agile methodologies (RSpec, Swagger).
- Successfully launched and published MVP iOS application (NAHB International Builders Show, Las Vegas 2019).

Software Engineer — *Jul 2013 - Dec 2014*

- Built various web application backend and frontend features for clients including Starbucks (store.starbucks.com) and IVY (ivy.com) (Ruby on Rails, AngularJS, ReactJS).

Parcel (thisisparcel.com)
New York, NY

Founding Engineer — *Jan 2017 - Apr 2019*

- Created an integrated suite of applications including a Chrome browser extension and Web/ iOS apps focused on shopping, featuring: product bookmarking, website scraping, price tracking and budgeting (Ruby on Rails, AngularJS, Selenium, Web Scraping).

Projects

Lunar Lander (OpenAI) (https://github.com/AndrewHYi/omscs-rl-p2)

CS 7642 Reinforcement Learning

- Trained and analyzed agents using the Double Q-learning algorithm and soft target update rule (Python, Tensorflow/Keras, OpenAI Gym).

Sleep Stage Classification (https://github.com/AndrewHYi/BD4H-Final-Project)

CS 6250 Big Data for Health Informatics

- Implemented and trained CNNs for single-channel EEG sleep stage classification using the National Sleep Research Institute's Sleep Heart Health Study datasets (Python, Tensorflow/Keras, NumPy, Scikit-learn, Hadoop).

Stereo Correspondence (https://github.com/AndrewHYi/omscs-cv-ps7final)

CS 6476 Computer Vision

- Implemented and analyzed several window-based stereo correspondence techniques including the sums of squared differences measure and loopy belief propagation (Markov random fields) using the Middlebury Stereo Datasets (Python, NumPy).